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NINTENDO DS   Wii

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NINTENDO DS™

MX vs. ATV UNTAMED

INSTRUCTION BOOKLET

THQ

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.
- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:
- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.
If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.
To avoid battery leakage:
- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

Wireless DS
2-4 Multi-Card Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

EVERYONE
E
CONTENT RATED BY
ESRB

LICENSED BY
Nintendo®

TABLE OF CONTENTS

The motorcycles and all terrain vehicles (ATVs) included in this game may be different from the actual motorcycles and ATVs in terms of movement and performance. The racing and tricks in this game are intended to be fantasy. DO NOT IMITATE THE RIDING AND MOVEMENTS SHOWN IN THIS GAME. The manufacturers and distributors of the motorcycles and ATVs shown in this game recommend that all riders take a motorcycle and ATV training course. When riding a motorcycle or ATV, always wear a helmet, goggles and protective gear. Always supervise young riders. Always avoid excessive speeds and be careful on difficult terrain. And remember, when riding a motorcycle or ATV in real life, always ride it safely.

SETUP

1. Turn OFF the power switch on your Nintendo DS™ System. Never insert or remove a Game Card when the power is on.

2. Insert the **MX vs. ATV Untamed** Game Card into the top slot of your Nintendo DS™ System. To lock the Game Card in place, press firmly.

3. Turn ON the POWER button.. The logo screens will appear (if you don't see it, begin again at Step 1).

4. When the Title Screen appears, select a profile and press the A Button to go to the Main Menu.

   Note: You can also use the Nintendo DS™ Stylus on the Touch Screen to make your selection and go to the Title Screen.

CONTROLS

L BUTTON

• CONTROL PAD

*NINTENDO DS™

R BUTTON

X BUTTON
Y BUTTON
A BUTTON
B BUTTON

START
SELECT
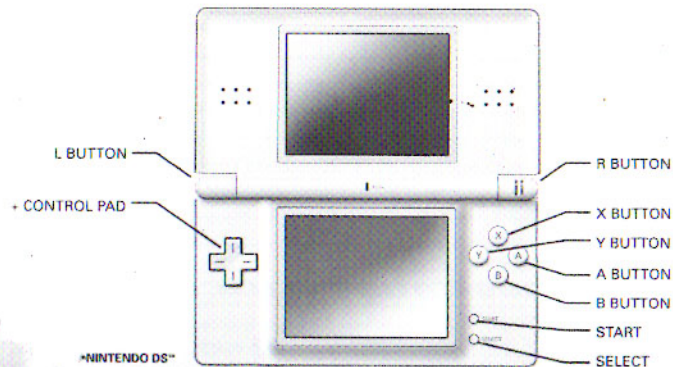
MENU / INTERFACE CONTROLS

Left/Right / Stylus select ....Alter Highlighted Item
Up/Down / Stylus select..Move Highlight
A Button / Stylus select..Accept
B Button / Stylus select ....Back

CONTROLS (MX AND ATV)

Left/Right	Steering
Up/Down	Shift Weight / Pre-Load Suspension
A Button	Accelerate
B Button	Brake
A Button + B Button	Reverse
Y Button	Stunt 1
X Button	Stunt 2
R Button	Stunt 3
L Button	Clutch
START	Pause

CONTROLS (OTHER VEHICLES)

Left/Right	Steering
Up/Down	Shift Weight / Pre-Load Suspension
A Button	Accelerate
B Button	Brake
A Button + B Button	Reverse
L Button	Clutch
START	Pause

STUNT LIST

McMetz	X Button + Up
Superman Seatgrab	X Button + Down
Indian Air	X Button + Left
Nine O'clock Nac	X Button + Right
Cordova	Y Button + Up
Hart Attack	Y Button + Down
Can Can	Y Button + Left
Pendulum	Y Button + Right
Kiss of Death	X Button + Y Button + Up
Varial	X Button + Y Button + Down
Disco Can	X Button + Y Button + Left
Nine O'clock Indian Air	X Button + Y Button + Right
Rodeo	X Button + R Button + Up
Superman	X Button + R Button + Down
Stalefish	X Button + R Button + Left
Ninja Nac	X Button + R Button + Right
Stripper	Y Button + R Button + Up
KOD Indian Air	Y Button + R Button + Down
Switch Blade	Y Button + R Button + Left
Supercan	Y Button + R Button + Right
Tsunami	X Button + Y Button + R Button + Up

Rock Solid ....X Button + Y Button + R Button + Down
No Hander Disco Can ....X Button + Y Button + R Button + Left
Seatgrab Indian Air ....X Button + Y Button + R Button + Right
Backflip ....R Button + Up + Down
(Hold UP at the bottom of the jump then hold DOWN at the top of the jump)

RACING TIPS

· To get more air off jumps, get max preload on your suspension. Press Down at the bottom of the jump and press Up quickly just as you leave the jump.

· Learn to use the clutch to get maximum acceleration coming off jumps and out of turns! Pull in the clutch by holding the L Button, grip the throttle with the A Button, and let 'er rip by releasing the L Button for a short burst of power.

· Shift weight forward and turn Up + Left or Up +Right to perform tighter turns

· Lean back by pressing Down on the +Control Pad when going through whoop sections to get through them faster.

· Pop the clutch as soon as the race starts to launch out of the gates.

STUNT TIPS

· To perform Backflips press the R Button + Up at the bottom of the jump and Down at the lip of the jump.

· Press and hold the last button(s) in a stunt sequence to hold the stunt for max points.

· You can perform multiple stunts before landing. Input the next stunt before the first stunt finishes, but be sure you have enough time to finish the last stunt before you land!

STARTING A NEW GAME

CREATING A PROFILE

When starting a game for the first time, you'll be asked to create a new Profile. Use the Stylus on the Touch Screen to select a Profile slot (there are a total of three from which to choose) and then enter your name using the on-screen keyboard. When you're ready to continue, touch OK on the bottom right corner of the screen. (Note: You can return to the Profile screen from the Main Menu or when first booting up MX vs. ATV Untamed to manage and delete your Profiles.)

MAIN MENU
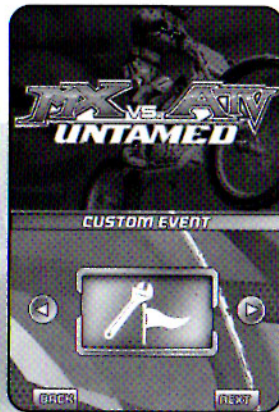
Once you've created a Profile, you will be taken to the Main Menu. From the Main Menu, you can select any of the following options: X-CROSS TOURNAMENT, STUNT CHALLENGE, CUSTOM EVENT, MULTIPLAYER, HALL OF FAME, OPTIONS, and CREDITS. Tap the arrow icons on the left and right sides of the Touch Screen to cycle through your choices. To make a selection, touch the icon in the center of the screen or the NEXT tab in the bottom right corner.

X-CROSS TOURNAMENT

It's a race to the finish as you face off against three other contenders for first place in the X-Cross Events. Choose to race MX, ATV, or both, then choose your vehicle and rider. The more you compete and win, the more Events and other goodies are unlocked.

STUNT CHALLENGE

Pump up the crowd with your sick tricks and rack up mad points with awesome stunts in Stunt Challenge. Select to challenge MX, ATV, or both, then choose your vehicle and rider.

CUSTOM EVENT

Test out your skills in an event of your own design. Select from X-Cross Race, Stunt Event, or Practice then choose your track and number of laps. Decide what vehicles you'd like to go up against, then select the number of challengers and the event difficulty. Lastly, select your vehicle and rider, then it's off to the race!

MULTIPLAYER

Play against your friends using the Nintendo DS™ system's wireless abilities.

HALL OF FAME

View your best lap times and top stunt cup scores for each track.

OPTIONS

Adjust the volume for the Music and Sound Effects of the game.

CREDITS

See the talented individuals who made the game possible.

OPTIONS

MUSIC VOLUME

Adjust the Music Volume level with by pressing Left or Right on the +Control Pad or by touching the arrows on either side of the volume option with the Stylus.

SOUND EFFECTS VOLUME

Increase or decrease the Sound Effects Volume by pressing Left or Right on the +Control Pad or by touching the arrows on either side of the volume option with the Stylus.

THE GAME SCREEN

MX VS. ATV UNTAMED GAME SCREEN
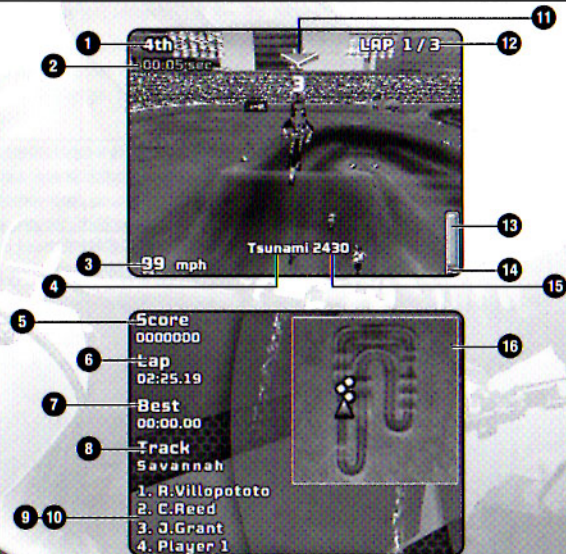
1. **Position:** See your position among the total racers and view rider position by name.

2. **Lead:** See how much you are leading or trailing in the race by time. Will flash on screen at the beginning of each lap.

3. **Speedometer:** Displays your speed.

4. **Stunt in Progress:** During execution of stunts, the stunt name and possible points appear here. These points are added to the Stunt Score. If the stunt isn't completed successfully no points will be awarded.

5. **Score:** Displays the total of completed stunts.

6. **Time:** This is your current lap time.

7. **Best:** Your best lap time for the current track.

8. **Track Name:** Tells you the name of the track.

9. **Rivals' Positions.** Appears only in Stunt modes. This is a list displaying the names and positions of all riders in the race, in current running order, and is updated in real-time.

10. **Rivals' Scores:** Appears only in Stunt based events. This is a list displaying the names, positions and scores of all riders in the event, in score order (highest to lowest), and is updated in real-time.

11. **On-Screen Arrow:** Will appear on screen if you have strayed off the race path and shows you which way to head in order to rejoin the race.

12. **Lap Counter:** Indicates which lap you're currently on.

13. **Preload Meter:** Displays your preload meter.

14. **Clutch:** A small blue icon that appears below the Preload Meter when your clutch is in use.

15. **Stunt Score:** This is the score for successfully completed stunts.

16. **Mini-Map:** Top view of your position, with the yellow arrow representing your rider. Opponents are white circles.

TEMPORARY HUD ELEMENTS

In addition to the permanent HUD elements described on the previous page, several temporary elements may also appear on the HUD from time to time.

Off Track. Appears in all modes of play, in the upper middle of the top screen. This arrow points the player in the direction of the track they need to return to with a 5 second count down.

Landing Info. Appears in all modes of play, above "Stunt Info." When the player lands an aerial stunt, a word appears above the stunt name to indicate the quality of the landing to the player.

SINGLE PLAYER

X-CROSS TOURNAMENT

Select X-CROSS TOURNAMENT from the Main Menu to face off against three other competitors in a series of Cups. Each Cup consists of three or four races. You are awarded points for completing each race: 4 points for 1st, 3 points for 2nd, 2 points for 3rd, and 1 point for 4th. The player with the most points at the end of the series wins!

Select an Event and Race Vehicles, Difficulty then choose your vehicle and professional rider to enter the race. Use stylus on the Touch Screen or highlight your options with the +Control Pad and press the A Button to continue. When you're ready, select START to enter the race.

STUNT CHALLENGE

Select STUNT CHALLENGE from the Main Menu to enter into a series of races where the goal is to rack up the most points by outperforming other opponents with the sickest aerial stunts. The player who lands the most technical and crazy stunts within the 3 minute time limit wins!

Select an Event and Race Vehicles (MX ONLY, ATV ONLY, or MX and ATV), Difficulty (Amateur or Pro) then choose your vehicle and professional rider to enter the race. Use the stylus on the Touch Screen or highlight your options with the +Control Pad and press the A Button to continue. When you're ready, select START to enter the competition.

CUSTOM EVENT

Select CUSTOM EVENT from the Main Menu to compete in an event of your own design. Here, you call the shots and can create your very own ultimate race.

MODE SELECT

X-Cross Race: If you have a need for speed, this is the mode for you. Race to be the first to cross the finish line.

Stunt Event: Land sweet tricks and rack up the points in order to win first place in this mode.

Practice: Cruise around the track in this mode. It's a great place to work on your riding and driving skills.

TRACK

Select the track on which you want to ride. More tracks will become available as you unlock them.

LAPS

Choose the number of laps for your event. Will you make it a one-lap sprint or a ten-lap endurance challenge?

RACE VEHICLES

Decide if you want to race against MX, ATV, Sandrail or Golf buggy (if unlocked).

A.I. RIDERS

Here you select the number of competitors you will challenge. You can also choose to ride solo.

DIFFICULTY

Select just how difficult your event will be. Choose from Amateur or Pro.

VEHICLE

Choose your vehicle. Choices include MX Limited, MX Open, ATV Limited, or ATV Open. (Sandrail and Golf buggy available if unlocked)

RIDER

Select your rider from a list of top MX and ATV professional riders.

PAUSE MENU

Press START anytime during an Event to pause the game and access the Pause Menu. Press Up and Down on the +Control Pad to highlight a selection and press Left and Right on the +Control Pad to adjust the option. Press the A Button to confirm your choice.

MUSIC VOLUME
Adjust the music volume.

SOUND EFFECTS VOLUME
Adjust the SFX volume.

BACK
Return to your Event and resume play.

RESTART
Restart the Event.

QUIT
Quit the current Event and return to the Main Menu.

MULTIPLAYER

Play with up to four riders in Multiplayer. Choose to Host or Join a X-Cross Race, Stunt Event, or Custom Event.

HOSTING A GAME

To create and host a game, select HOST from the Multiplayer Menu. You may only Host Events that you have already unlocked in gameplay. Decide if you wish to Host a CUP CHALLENGE (X-CROSS TOURNAMENT, STUNT CHALLENGE) or CUSTOM EVENT, then tap your selection with the Stylus or press the A Button with the event highlighted to continue. Next, select an Event, and confirm your choice to be taken through to the Multiplayer Lobby to wait for others to join your game. When at least one other opponent appears in the lobby, tap NEXT to access the Player Options screen and set up your race. The customizable options are the same as in Single Player. When you're ready to go and all of the other players have set their options, select START to begin the race.

JOINING A GAME

To join a game, select JOIN GAME from the Multiplayer Menu and search for nearby hosts. Any available games will appear in the Join Game List. Use the Stylus or the +Control Pad to select a game from the Join Game List to join. Once the host chooses to continue, select your Vehicle Class and Rider. When the host is ready, he or she will start the game.

During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

LIMITED WARRANTY

WARRANTY AND SERVICE INFORMATION

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is **36141**. Please use this code to identify your Product when contacting us.

LIMITED WARRANTY

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

TO RECEIVE WARRANTY SERVICE:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

REPAIRS AFTER EXPIRATION OF WARRANTY

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

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